

METHODS AND APPARATUS FOR CREATING AND TRANSFORMING GRAPHICAL CONSTRUCTS

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ABSTRACT OF THE DISCLOSURE

Mechanisms and techniques provide a system for composing a complex constructs for use on a graphical display of a computerized device. The system receives a selection of basic constructor objects for use in the complex object. The basic
10 constructor objects are chosen from a set of basic constructor object types including a button object type, a dial object type, an edit object type, and a container object type. The systems also receives a selection of one or more personalities to assign to the basic constructor objects. The personalities define extensions to basic constructor object operation and define a view for the object when rendered on an interface. The system
15 combines the personalities and the basic constructor objects to define complex constructs such as menus, a scrollbars and the like. Personalities can be modified to alter the complex construct from one operational state to another.